



Zora's Sapphire

Suite: Ocarina of Time

by Arya Akhavan (September 2012)

Angles for R.I. = 1.610

31 + 5 girdles = 36 facets

5-fold, mirror-image symmetry

80 index

L/W = 1.051 T/W = 0.310 U/W = 0.295

P/W = 0.410 C/W = 0.225

Vol./W³ = 0.218

PAVILION

P1	44.00°	80-16-32-48-64	Cut to centerpoint.
G1	90.00°	80-16-32-48-64	Set stone size.
P2	41.00°	01-15-17-31-33-47-49-63-65-79	Meet P1, G1

CROWN

C1	50.00°	80-16-32-48-64	Set girdle width.
C2	30.00°	08-24-40-56-72	Meet G1, C1
C3	15.00°	80-16-32-48-64	Meet C1, C21
T	0.00°	Table	Meet C2, C3

This design seems like a simple take on a star, but for some reason the star has turned out prominently in the reflection pattern. Quick to cut and perfect for earrings or rings, it should be fairly easy to cut a matched triplet of these, as the original video game reference requires. Works in materials from topaz to CZ (RI = 1.61 - 2.16) with no changes, but it's intended for cobalt spinel.

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